League Rules

Baseball Rules for Leagues

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7/23/2014

AYRA Baseball adheres to baseball rules as governed by MLB. Some rules are modified from MLB for an age appropriate game.

Revision History

Date	Author	Change Description
5/13/2014	P Witt	Updated General Rule #18, IL, NL, and AL Rule #2.
6/6/2014	P. Witt	Updated General Rule #5 and split GR#5 into two rules creating GR#6. Updated Slaughter/Mercy rule: IL#5, NL#4, and AL#4
7/7/2014	P. Witt	Added IL#15, updated GR#14
7/23/2014	P. Witt	Updated GR#9 bat restrictions

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AYRA General Game Rules

The General Rules apply to all leagues in AYRA unless superseded by Alliance or Travel league rules.

1. The Visiting team shall have rights to the field for practice for fifteen (15) minutes just prior to game time. The Home team has rights to the field for practice for fifteen (15) minutes prior to the Visitor team's practice. Cooperation between coaches is expected.
2. The home team shall supply a set of bases and two (2) new game balls. The home team is responsible for preparing the field prior to game time.
3. Out of play will be determined by the umpire at game time.
4. A team that is unable to field a minimum of eight (8) players fifteen (15) minutes after the starting time of a game shall be declared in forfeit. Pioneer I and Pioneer II Leagues are exempted from this rule and can play with as few players as they like.
5. All Pioneer I League and Pioneer II League players must play every inning of every game. All International League players must play (i.e. field and take their turn at bat) at least four (4) complete innings of every complete game. All National League and American League players must play at least four (4) complete innings of every complete game. An exception to this rule is when players arrive after a game has started and/or before a game has finished.
6. No player shall sit out more than two (2) consecutive innings. No player should sit out two innings before every player has sat out one inning. An exception is when a player was scheduled to play but the player showed up late and missed their field rotation. If this is the case, the coach has met the intent.
7. Absolutely ***no one*** (coach, player, fan, and parent) is permitted to sit or watch the game from behind the backstop while a game is in progress.
8. No jewelry shall be permitted on any player. Metal spikes or cleats are not permitted.
9. Bat restrictions:
    - **Pioneer 1, Pioneer 2, International Leagues**: a maximum barrel diameter of 2 1/4 inches with no weight restriction.
    - **National League**: a maximum barrel diameter of 2 5/8 inches with no weight restriction.
    - **American League**: The maximum barrel diameter is 2 5/8 inches. All bats not made of a single piece of wood must have either a Batted Ball Coefficient of Restitution (BBCOR) stamp or a USSSA 1.15 stamp. If the bat is using a USSSA 1.15 stamp, the bat shall adhere to -8 weight restriction which is length of the bat minus the weight of the bat (e.g., a 32 inch bat cannot weigh less than 24 ounces).

      For 14 year olds, it is highly recommended to use a maximum barrel diameter of 2 5/8 inches with a -3 weight restriction and BBCOR certified.

    - **Capital League**: a maximum barrel diameter of 2 5/8 inches with a -3 weight restriction and BBCOR certified.
    - **Travel teams**: must adhere to bat rules for their particular leagues.
    - Players are permitted to use wood, aluminum, and composite/multi-material bats.
10. AYRA permits the use of personally supplied safety equipment provided the equipment meets NOCSAE (National Operating Committee on Standards for Athletic Equipment) Standards. NOCSAE is the governing body for setting safety standards for athletic equipment manufacturers. Equipment that meets these standards will have a stamp on it that states "Meets NOCSAE Standard". Parents providing personal safety equipment for their child(ren) must physically show the player's coach that the equipment meets the NOCSAE standards before that equipment can

be used at any practice, game, or AYRA event.

It is the **PARENT'S and PLAYER'S responsibility** to properly maintain and regularly inspect their personally supplied safety equipment. Additionally, it is the **PARENT'S and PLAYER'S responsibility** to ensure that no other player uses their personally supplied safety equipment. Sharing personally supplied safety equipment is **NOT** permitted.

11. Slinging or throwing the bat is prohibited. For the Pioneer I, Pioneer II, and International leagues, the first occurrence is a warning, the second occurrence the batter is out, and the third occurrence the batter is ejected from the game. For the National, American, and Capital leagues, no warning is given. The first occurrence the batter is out and the second occurrence the batter is ejected.
12. Each player is required to wear a protective cup and athletic supporter. Pioneer I League and female players are exempted.
13. No child is permitted to warm up a pitcher without wearing full catcher's equipment.
14. All players shall bat in the batting order regardless of the number of players. Late arriving players are placed at the bottom of the batting order once game has started.
15. Absolutely no sliding into first base is allowed by a runner coming from home. Runner is out.
16. With one exception, no head first sliding is allowed. Runner is out. The exception is for a runner diving head first back to a previously attained base. For example, a runner leading off can dive back head first to the base on an attempted pick-off. Or, a runner caught in a rundown between 1st and 2nd base must slide feet first into 2nd base, but can dive back head first to 1st base since he or she had previously attained this base.
17. When a play is being made on a baserunner, the runner must slide or avoid contact. The runner is declared out when a defensive player has the ball in his or her hands and the runner, while remaining on his or her feet, deliberately crashes into the defensive player with the intent of breaking up the play. If the offense is flagrant as determined by the umpire, the offender shall be ejected from the game.
18. If there are two outs and the catcher is on base, the last player to make an out is permitted to take the catcher's base as a pinch runner so the catcher can put on the catcher's equipment and get ready for play in the next inning.
19. Play must be suspended for a minimum of thirty (30) minutes, and all players/coaches/spectators must leave the field, any time lightning is sighted or thunder is heard. The game may be resumed once lightning and/or thunder has completely passed through the area and has not been observed for at least thirty (30) minutes. The maximum wait for inclement weather shall be sixty (60) minutes. After sixty (60) minutes, the game is postponed except when the number of innings played satisfies the league’s requirement for a complete game.
20. No new inning shall start after 8:00 PM during the regular season and 8:15 PM during the playoffs or All-Star games, unless agreed upon by both head coaches.
21. A player is not permitted to coach. All coaches must be at least 18 years of age and have a full understanding of the AYRA rules.
22. Any coach, player, parent, or spectator ejected from a game must leave the field area immediately and may not continue to watch the game.

AYRA Pioneer I Game Rules

1. AYRA supplies soft-core baseballs for use in practices and games. Only AYRA supplied balls may be used for practices and games.
2. For safety reasons, during games, no player is allowed to handle a bat except for the player at bat and one (1) "on-deck" player located in a designated area away from other players. All player bats should be placed in a coach-controlled location before the start of each game to ensure that this rule is followed.
3. Bases are set forty-five (45) feet apart with the pitching rubber thirty (30) feet from home plate (back tip).
4. Games are three (3) innings in length with all players playing every inning of every game. Two (2) inning games are considered complete games if inclement weather forces a halt to play. Incomplete games shall be continued at a later date if both coaches agree to a date and time.
5. A side of an inning is complete when all players of a team have batted.
6. The adult pitcher must pitch overhand to his or her own team. Pitching does not have to occur from the rubber. Pitching from one knee or standing is acceptable. The adult pitcher will never field any hit balls except for self-defense. After the batter hits the ball, the adult pitcher should make every effort to get out of the way of the fielders so they can make the play. The defensive player playing the pitcher's position will field any balls hit to the pitcher's position. Balls that accidentally hit the adult pitcher are considered in play and no interference will be called, with one exception: if the adult pitcher must field a ball for self-defense, the play shall be replayed.
7. The player playing the pitcher's position cannot pitch to a batter nor can he or she be positioned in front of the adult pitcher. The player must be positioned either to the left, right, or behind the adult pitcher. The player can start a play no further than five (5) feet from the adult pitcher to prevent players from becoming a second shortstop or second second baseman.
8. There is a six (6) pitch per strike rule in effect for each batter. This means that a batter has six (6) pitches to take a swing or a strike is called. Once a batter reaches their fifth consecutive ball, the adult pitcher must declare this is the sixth pitch and the batter must swing at the pitch or a strike is called. A foul ball with zero (0) or one (1) strikes counts as a strike. A player can continue fouling the ball with two (2) strikes. That is, if a batter has two (2) strikes and the batter has taken five (5) pitches and then fouls the sixth pitch, the batter can receive another pitch. It is the responsibility of the adult pitcher to provide quality pitches to his or her team so that batters are not "forced" to swing at bad pitches.
9. With the exception of the "six-pitch" declared strikes, strikes will be called against a batter only when he or she swings and misses or hits a foul ball. Strikes are not called for pitches the batter does not swing at that pass through the strike zone.
10. Once the batter has three (3) strikes the coach will place the ball on a tee and allow the player the opportunity to hit the ball from the tee. Players are not considered out after three (3) strikes.
11. Batters do not get to take first base because of a walk or being hit by a pitch.
12. First and third basemen may start a play no more than ten (10) feet down the line from the base while awaiting the pitch. Second basemen and shortstops must start play behind the base path.
13. The base coaches and the adult pitcher shall serve as umpires. The first base coach makes all calls at first base, the third base coach makes all calls at third base, and the adult pitcher makes all calls at second and home. The Pioneer I League is primarily intended to provide fundamentals instruction. ***There will be ABSOLUTELY NO ARGUING with any umpires over any calls. Arguing is grounds for immediate ejection.***
14. When a team is on defense, all players play in the field each inning. Play with a normal infield that includes a pitcher, first baseman, second baseman, third baseman, and shortstop. All other players shall be positioned around the outfield.
15. No player shall play the same position for more than three (3) innings within a season until every player on the team has played that same position at least three (3) innings. Exception: If, in the coach's opinion (and after consultation with the player's parents), a player may be endangered by playing pitcher and/or first base, that player may be excused from playing those positions for their own safety.

16. All players must play at least one (1) inning of each game in the infield and at least one (1) inning of each game in the outfield. Infield positions include the pitcher, first baseman, second baseman, shortstop, and third baseman.
17. During the game, two coaches are permitted in the outfield (one in left field and one in right field) to help coach the outfielders and keep them focused on the game. The coaches ***must be positioned deeper*** than the deepest outfielder. ***Under no circumstances should the coaches field any ball hit into the outfield or past an outfielder***. No coaches are permitted to coach from the infield. They must be on the sideline.
18. Batters can neither bunt nor strike out. A ball must travel roughly ten (10) feet in fair territory to be considered "in play". Fair balls traveling less than roughly ten (10) feet will be considered foul balls.
19. A base runner may not leave the base until the ball is hit. A base runner violating this rule should be called out by either base coach. Play, however, continues if the runner leaves the base early.
20. Sliding is not taught in the Pioneer I League. Players should be discouraged from sliding, but no penalty is assessed if sliding occurs, with the exception of General Rule 14.
21. Base runners cannot advance to the next base on an overthrow.
22. On a ball hit to the outfield, the play will stop when the ball is returned to the infield and is controlled by a player. A runner who has passed a base may attempt to continue to the next base, but no further advancement is permitted.
23. Play will stop if a ball travels out of play. Base runners shall continue to the next base if they are already more than half way to the next base before the ball is ruled dead. If less than halfway, the runner shall return to the previous base.
24. Base runners may not tag up and advance on fly balls. This is even true if the fielder catches the ball and inadvertently throws the ball away. However, a base runner may be "doubled off" should he or she be caught off base and a successful throw be made to the original base of the runner.
25. The infield fly rule is not in effect.
26. The coach of the team at bat should announce to the team in the field when the last batter is coming

AYRA Pioneer II Game Rules

1. Bases are set sixty (60) feet apart with the pitching rubber forty-six (46) feet from home plate (back tip).
2. Games are five (5) innings in length with all players playing every inning of every game. Three (3) inning games are considered complete games if inclement weather forces a halt to play. Incomplete games shall be continued at a later date if both coaches agree to a date and time.
3. An inning is complete when three (3) outs are made or four (4) runs are scored, whichever happens first. No team can record more than four (4) runs per inning, except in the last inning. For the last inning, if the visiting team is trailing by any number of runs or tied when it comes to bat, it can score as many runs as possible to make up any deficit, plus go ahead by four (4) runs. If the visiting team is leading in the last inning, it can only score four (4) runs. If the home team is trailing or tied when it comes to bat, it can score as many runs as possible to make up any deficit plus go ahead by one (1) run to win the game. If the home team is leading in the last inning, it can only score four (4) runs. Tie games end in a tie. Extra innings are not allowed.
4. The adult pitcher must pitch overhand to his or her own team. Pitching does not have to occur from the rubber. Coaches shall pitch from no closer than forty (40) feet from home plate. Pitching from one knee or standing is acceptable. The adult pitcher will never field any hit balls except for self-defense. After the batter hits the ball, the adult pitcher should make every effort to get out of the way of the fielders so they can make the play. The defensive player playing the pitcher's position will field any balls hit to the pitcher's position. Balls that accidentally hit the adult pitcher are considered in play and no interference will be called, with one exception. If the adult pitcher must field a ball for self-defense, the play shall be replayed.
5. The player playing the pitcher's position cannot pitch to a batter nor can he or she be positioned in front of the adult pitcher. The player must be positioned either to the left, right, or behind the adult pitcher. The player can start a play no further than five (5) feet from the adult pitcher to prevent players from becoming a second shortstop or second baseman.
6. There is a six (6) pitch per strike rule in effect for each batter. This means that a batter has six (6) pitches to take a swing or a strike is called. Once a batter reaches their fifth consecutive ball, the adult pitcher must declare this is the sixth pitch and the batter must swing at the pitch or a strike is called. A foul ball with zero (0) or one (1) strikes counts as a strike. A player can continue fouling the ball with two (2) strikes. That is, if a batter has two (2) strikes and the batter has taken five (5) pitches and then fouls the sixth pitch, the batter can receive another pitch. It is the responsibility of the adult pitcher to provide quality pitches to his or her team so that batters are not "forced" to swing at bad pitches.
7. With the exception of the "six-pitch" declared strikes, strikes will be called against a batter only when he or she swings and misses or hits a foul ball. Strikes are not called for pitches the batter does not swing at that pass through the strike zone.
8. Batters do not get to take first base because of a walk or being hit by a pitch.
9. First and third basemen may start a play no more than fifteen (15) feet down the line from the base while awaiting the pitch.
10. The base coaches and the adult pitcher shall serve as umpires. The first base coach makes all calls at first base, the third base coach makes all calls at third base, and the adult pitcher makes all calls at second and home. ***There will be ABSOLUTELY NO ARGUING with any umpires over any calls. Arguing is grounds for immediate ejection.***
11. When a team is playing defense, all players play in the field each inning with a normal infield including a catcher. All other players are positioned in the outfield at least as deep as the grass. **No outfielder shall start a play on the infield dirt**.
12. All players must play at least two (2) innings of each game in the infield and at least one (1) inning of each game in the outfield. Infield positions include the pitcher, catcher, first baseman, second baseman, shortstop, and third baseman. **The intent of this rule is to have each player play each position multiple times during the season**.
13. No player is permitted to play more than two (2) innings in any game at the same position.
14. During the game, two coaches are permitted in the outfield (one in left field and one in right field) to help coach the outfielders and keep them focused on the game. The coaches ***must be positioned deeper*** than

the deepest outfielder. ***Under no circumstances should the coaches field any ball hit into the outfield or past an outfielder***. No coaches are permitted to coach from the infield. They must be on the sideline.

15. No bunting is permitted. A ball must travel roughly ten (10) feet in fair territory to be considered "in play". Fair balls traveling less than roughly ten (10) feet will be considered foul balls.
16. No stealing is permitted. No lead off from bases is permitted. A base runner may not leave the base until the batter makes contact with the ball. A base runner violating this rule should be called out by either base coach. Play, however, continues if the runner leaves the base early.
17. Base runners cannot advance to the next base on an overthrow.
18. On a ball hit to the outfield, the play will stop when the ball is returned to the infield and is controlled by a player. A runner who has passed a base may attempt to continue to the next base, but no further advancement is permitted.
19. Play will stop if a ball travels out of play. Base runners shall continue to the next base if they are already more than half way to the next base before the ball is ruled dead. If less than halfway, the runner shall return to the previous base.
20. Base runners may not tag up and advance on fly balls. This is even true if the fielder catches the ball and inadvertently throws the ball away. However, a base runner may be "doubled off" should he or she be caught off base and a successful throw be made to the original base of the runner.
21. The infield fly rule is not in effect.

AYRA International League Game Rules

1. Bases are set sixty (60) feet apart with the pitching rubber forty-six (46) feet from home plate (back tip).
2. Games are six (6) innings in length. Four (4) inning games are considered complete games if inclement weather forces a halt to play. Incomplete games shall be continued at a later date if both coaches agree to a date and time. All players must play at least four (4) innings of every game when a game is six (6) innings in length. Open substitution, except for pitchers, is permitted.
3. A maximum of nine players are permitted to play defense.
4. An inning is complete when three (3) outs are made or four (4) runs are scored, whichever happens first. No team can record more than four (4) runs per inning, except in the last inning when either team can score as many runs as possible prior to recording three (3) outs.
5. A ten (10) run slaughter rule is in effect. Any team with a lead of ten (10) or more runs at the completion of the 5th or later inning will be declared the winner and the game complete. An inning is considered complete after the home team has recorded three (3) outs or is ahead by ten (10) runs.
6. The pitching rules are as follows:

    1. A player may pitch a maximum of two (2) innings per game and six (6) innings per week.
    2. For the purpose of Rule (6.1), a calendar week is defined from 12:01 AM Sunday to midnight the following Saturday.
    3. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched one inning.
    4. A pitcher must be removed from the game as a pitcher if he or she hits two (2) batters in one (1) inning or three (3) batters in a game.
    5. A player, once removed from the game as a pitcher, may not pitch in that game again (even if he or she has not pitched two (2) innings).
    6. A player may pitch on consecutive days. However, in so doing, he or she cannot pitch in more than two (2) consecutive innings in either of those days and must take one (1) calendar day of rest after the second consecutive day he or she pitched (regardless of the number of innings pitched in either of the two (2) consecutive days). For example, if a player pitches two (2) innings on Monday and one (1) inning on Tuesday, he or she may not pitch Wednesday, but is permitted to pitch again on Thursday.
    7. No intentional breaking pitches are permitted.
    8. No balks will be called.
7. A batter cannot advance to first base on a dropped third strike.
8. When a pitcher is in contact with the pitching rubber and has possession of the ball and the catcher is in the catcher's box ready to receive the pitch, base runners shall not leave their bases until the ball has been pitched and crosses home plate. A violation by one base runner shall affect all other base runners.
    1. When a base runner leaves the base before a pitch crosses home plate and the batter does not hit the ball, the base runner is at risk. If a play is made on that base runner and the base runner is tagged out, the out stands. If the base runner safely reaches the base to which he or she was originally advancing, the runner must be returned by the umpire to his or her original base.
    2. When a base runner leaves the base before a pitch crosses home plate and the batter hits the ball:

        1. Into the outfield, play continues. If a play is made and any base runner(s) are put out, the out(s) stand. If there are no put out(s), the base runner(s) must return to their original base(s) or to the next unoccupied base after their original base. Batters are entitled to advance only as far as they would have advanced in the normal occurrence of routine play. The umpire must exercise judgment in the final placement of all base runners.
        2. Into the infield (including a bunt), play continues. However, no runs shall be allowed to score. If bases were loaded and the batter reaches first base safely, each base runner shall advance to the base beyond the one occupied at the start of the play, except the base

runner who occupied third base; this base runner shall be removed from the base without recording a run.

9. A base runner attempting to steal cannot advance past third base. A base runner cannot steal home.
10. Once a base runner has safely reached third base and the play is completed, i.e. a new batter is ready to hit, the base runner on third base cannot be put out (e.g. picked off) unless the batter hits the ball. Any attempt otherwise will be called "no play" and the ball is immediately dead. A base runner on third base cannot attempt to draw a throw. First offense is a warning, second offense runner is out.
11. A base runner on third can only score on a batted ball or a walk/hit batter when the bases are loaded.
12. The infield fly rule is not in effect.
13. Bunting is permitted.
14. First and third basemen may start a play no more than fifteen (15) feet down the line from the base while awaiting the pitch.
15. All players must play at least one (1) inning of each game in the infield and at least one (1) inning of each game in the outfield. Infield positions include the pitcher, first baseman, second baseman, shortstop, and third baseman. **The intent of this rule is to develop players at multiple positions during the season**.

AYRA National League Game Rules

1. Bases are set seventy (70) feet apart with the pitching rubber fifty (50) feet from home plate (back tip).
2. Games are six (6) innings in length. Four (4) inning games are considered complete games if inclement weather forces a halt to play. Incomplete games shall be continued at a later date if both coaches agree to a date and time. All players must play at least four (4) innings of every game when a game is six (6) innings in length. Open substitution, except for pitchers, is permitted.
3. An inning is complete when three (3) outs are made or four (4) runs are scored, whichever happens first. No team can record more than four (4) runs per inning, except in the last inning when either team can score as many runs as possible prior to recording three (3) outs.
4. A ten (10) run slaughter rule is in effect. Any team with a lead of ten (10) or more runs at the completion of the 5th or later inning will be declared the winner and the game complete. An inning is considered complete after the home team has recorded three (3) outs or is ahead by ten (10) runs.
5. The pitching rules are as follows:

    1. A pitcher once removed from the mound cannot return as a pitcher.

    2. The manager must remove the pitcher when said pitcher reaches the limit (85 pitches per day) for his/her age group as noted below, but the pitcher may remain in the game at another position:

    Exception: If a pitcher reaches the limit imposed while facing a batter, the pitcher may continue to pitch until that batter reaches base, that batter is put out, or the third out is made to complete the half-inning.

    3. Pitchers must adhere to the following rest requirements:

        • If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

        • If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

        • If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

        • If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.

        • If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

        Examples:
        • If a player pitches 66 or more pitches on Monday, four (4) calendar days of rest must be observed and therefore, the player may next pitch on Saturday.
        • If a player pitches 51- 65 pitches on Monday, three (3) calendar days of rest must be observed and therefore, the player may next pitch on Friday.
        • If a player pitches 36 - 50 pitches on Monday, two (2) calendar days of rest must be observed and therefore, the player may next pitch on Thursday.
        • If a player pitches 21- 35 pitches on Monday, one (1) calendar day of rest must be observed and therefore, the player may next pitch on Wednesday.
        • If a player pitches 1-20 pitches on Monday, no (0) calendar day of rest is required and therefore, the player may pitch on Tuesday.

        - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

    4. Each game must designate a scorekeeper as the official pitch count recorder.

5. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

6. Warm up pitches do not count against pitch limit.

7. A player may be used as a pitcher in up to two games in a day:

    1. If a player is eligible to pitch that day (has adhered to the rest requirements).

    2. If a player pitches 20 or less pitches in the first game

8. For a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of their eligibility, provided they delivered 40 or less pitches, and subject to each of these conditions:

    1. If the pitcher delivered 20 or less pitches before the game was suspended, that pitcher's pitch count will begin at zero for the continuation portion of the game;

    2. If the pitcher delivered between 21 and 40 pitches before the game was suspended, that pitcher's pitch count will begin with the number of pitches delivered in that game;

9. For a game suspended by darkness, weather, or other causes and resumed more than one calendar day later, the provisions stated in the previous rule shall apply, unless the pitcher of record pitched in another game or games after the original game was suspended. In that event, eligibility to pitch in the continuation portion of suspended game shall be determined by the number of pitches delivered in the game or games after the suspended game i.e. must consider rest requirements in rule NL Rule # 5.3.

6. Batters can advance to first base on a dropped third strike.

7. First and third basemen may start a play no more than one quarter the distance down the line from the base while awaiting the pitch.

8. Runners are permitted to steal home.

AYRA American League Game Rules

1. Bases are set ninety (90) feet apart with the pitching rubber sixty (60) feet six (6) inches from home plate (back tip).
2. Games are seven (7) innings in length. Five (5) inning games are considered complete games if inclement weather forces a halt to play. Incomplete games shall be continued at a later date if both coaches agree to a date and time. All players must play at least four (4) innings of every game when a game is seven (7) innings in length. Open substitution, except for pitchers, is permitted.
3. An inning is complete when three (3) outs are made or four (4) runs are scored, whichever happens first. No team can record more than four (4) runs per inning, except in the last inning when either team can score as many runs as possible prior to recording three (3) outs.
4. A ten (10) run slaughter rule is in effect. Any team with a lead of ten (10) or more runs at the completion of the 5th or later inning will be declared the winner and the game complete. An inning is considered complete after the home team has recorded three (3) outs or is ahead by ten (10) runs.
5. General rules for the American League will be determined by the conference/alliance in which the AYRA teams are participating insofar as those rules do not conflict with these rules.

AYRA Capital League Game Rules

1. Bases are set ninety (90) feet apart with the pitching rubber sixty (60) feet six (6) inches from home plate (back tip).
2. General rules for the Capital League will be determined by the conference/alliance in which the AYRA teams are participating insofar as those rules do not conflict with these rules.

AYRA Rules Summary

	Rule Description	P1	P2
General	Batter's Box Dimension	6' x 3'	6' x 3'
	Batter's Box from Home Plate	4"	4"
	Catcher's Mitt Required	No	Yes
	Distance between Bases	45'	60'
	Distance from Home to 2nd	63' 7"	84' 10"
	Doubleheaders Allowed	Yes	Yes
	Innings	6	6
	Extra Innings Allowed	No	No
	Max Run Limit - Last Inning	Everyone bats	No
	Max Run Limit – Extra Innings	n/a	n/a
	Max Run Limit (per inning)	4	4
	Metal Cleats Allowed	No	No
	Minimum Players on field	6	8
	Official Game (Innings)	None	4 unless Home team winning (3 1/2)
	Game Duration Restrictions	1hr	2hr, no new inning after 1:45
	Protective Gear Required	None	Cup/Jock Strap
	Game Balls	Home team (2)	Home (2) or Alliance team (1)
	Substitution Rules	Everyone plays field	Everyone plays field if 10 or less, else open, but No one can sit 2 innings until everyone has sat 1 inning
Pitching	Balks	No	No
	Bases Loaded Walk Scores Run	No	No
	Intentional Base on Balls	No, hit from Tee	No
	Strike Zone Definition	Plate, from Chest to Knees	Plate, from Chest to Knees
	Max Innings per game	n/a	n/a
	Max Innings per week	n/a	n/a
	Max Pitch Count	6 pitches per strike (18 per batter)	6 pitches per strike (18 per batter)
	Pitching Distance	40'	40'
	Warm-up Pitches	n/a	n/a
	Warm-up Pitches (new pitcher)	n/a	n/a
	HBP Pitcher Removal	n/a	n/a
	Mound Visits Pitcher Removal	n/a	n/a
Batting and Running	Bat Size – Max Diameter	2 1/4"	2 1/4"
	Bat Size Differential	None	None
	Bunting	No	No
	Dropped 3rd Strike	No	No
	Infield Fly Rule	No	No
	Leading	No	No
	Sliding	No	No
	Sliding (head-first)	No	No
	Stealing	No	No
	Stealing Home	No	No

	Rule Description	IL	NL
General	Batter's Box Dimension	6' x 3'	6' x 3'
	Batter's Box from Home Plate	4"	4"
	Catcher's Mitt Required	Yes	Yes
	Distance between Bases	60'	70'
	Distance from Home to 2nd	84' 10"	99'
	Doubleheaders Allowed	Yes	Yes
	Innings	6	6
	Extra Innings Allowed	No	No
	Max Run Limit - Last Inning	No	No
	Max Run Limit – Extra Innings	Yes	Yes
	Max Run Limit (per inning)	4	4
	Metal Cleats Allowed	No	No
	Minimum Players on field	8	8
	Official Game (Innings)	4 unless Home team winning (3 1/2)	4 unless Home team winning (3 1/2)
	Game Duration Restrictions	2hr, no new inning after 1:45	2hr, no new inning after 1:45
	Protective Gear Required	Cup/Jock Strap	Cup/Jock Strap
	Game Balls	Home (2) or Alliance team (1)	Home (2) or Alliance team (1)
	Substitution Rules	Open, except for pitcher No one can sit 2 innings until everyone has sat 1 inning	Open, except for pitcher No one can sit 2 innings until everyone has sat 1 inning
Pitching	Balks	No	Yes
	Bases Loaded Walk Scores Run	Yes	Yes
	Intentional Base on Balls	No	No
	Strike Zone Definition	Plate, from Chest to Knees	Plate, from Chest to Knees
	Max Innings per game	2	n/a
	Max Innings per week	6	None as long as rest days observed
	Max Pitch Count	85 (or 2 Innings)	85, can finish batter if limit reached
	Pitching Distance	46'	50'
	Warm-up Pitches	4	4
	Warm-up Pitches (new pitcher)	8	8
	HBP Pitcher Removal	2 Batters/Inning 3 Batters/Game	2 Batters/Inning 3 Batters/Game
	Mound Visits Pitcher Removal	2/Inning	2/Inning
Batting and Running	Bat Size – Max Diameter	2 1/4"	2 5/8"
	Bat Size Differential	None	None
	Bunting	Yes	Yes
	Dropped 3rd Strike	No	Yes
	Infield Fly Rule	No	Yes
	Leading	No	Yes
	Sliding	No	Yes
	Sliding (head-first)	No (Allowed returning to base)	No (Allowed returning to base)
	Stealing	Yes (when ball crosses plate)	Yes
	Stealing Home	No	Yes

Rule Description	AL	CL

General	Batter's Box Dimension	6' x 4'	6' x 4'
	Batter's Box from Home Plate	6"	6"
	Catcher's Mitt Required	Yes	Yes
	Distance between Bases	90'	90'
	Distance from Home to 2nd	127' 3"	127' 3"
	Doubleheaders Allowed	Yes	Yes
	Innings	6	6
	Extra Innings Allowed	No	No
	Max Run Limit - Last Inning	No	No
	Max Run Limit – Extra Innings	Yes	Yes
	Max Run Limit (per inning)	4	4
	Metal Cleats Allowed	No	No
	Minimum Players on field	8	8
	Official Game (Innings)	4 unless Home team winning (3 1/2)	4 unless Home team winning (3 1/2)
	Game Duration Restrictions	2.5hr, no new inning after 2:15	3hr, no new inning after 2:45
	Protective Gear Required	Cup/Jock Strap	Cup/Jock Strap
	Game Balls	Home (2) or Alliance team (1)	Home (2) or Alliance team (1)
	Substitution Rules	Open, except for pitcher No one can sit 2 innings until everyone has sat 1 inning	Open, except for pitcher No one can sit 2 innings until everyone has sat 1 inning
Pitching	Balks	Yes	Yes
	Bases Loaded Walk Scores Run	Yes	Yes
	Intentional Base on Balls	Yes	Yes
	Strike Zone Definition	Plate, from below letters to Knees	Plate, from below letters to Knees
	Max Innings per game	3 (or Max Pitches - 85)	3 (or Max Pitches - 85)
	Max Innings per week		
	Max Pitch Count		
	Pitching Distance	60' 6"	60' 6"
	Warm-up Pitches		
	Warm-up Pitches (new pitcher)		
	HBP Pitcher Removal	2 Batters/Inning 3 Batters/Game	2 Batters/Inning 3 Batters/Game
	Mound Visits Pitcher Removal	2/Inning	2/Inning
Batting and Running	Bat Size – Max Diameter	2 5/8"	2 5/8" BBCOR Certified or Wood
	Bat Size Differential	-8	-3
	Bunting	Yes	Yes
	Dropped 3rd Strike	Yes	Yes
	Infield Fly Rule	Yes	Yes
	Leading	Yes	Yes
	Sliding	Yes	Yes
	Sliding (head-first)	No (Allowed returning to base)	No (Allowed returning to base)
	Stealing	Yes	Yes
	Stealing Home	Yes	Yes